

Diplomatic Contraband

A bulletin for the postal play of Diplomacy™ in the American Foreign Service

April 20, 1989 - Issue #3

I'm sorry it took me so long to get out this, our climactic gamestart issue of *Diplomatic Contraband*. As some of you know, I work in Congress on the International Operations Subcommittee of the House Foreign Affairs Committee. My subcommittee is charged, among other things, with the State Department authorization bill. This biannual piece of legislation turned out to be on a much faster track than earlier expected, and for the last month and a half I have essentially disappeared off the face of the earth.

But last Thursday, April 12, the full House of Representatives passed the bill, formally known as the Foreign Relations Authorization Act for Fiscal Years 1990-91 (H.R. 1487). That bill authorizes the budgets for the State Department, USIA, the Board for International Broadcasting, the Asia Foundation, U.S. contributions to international organizations, and a few other odds and ends. Things look relatively good for the State Department (and the rest of the foreign affairs agencies) for next year due to the early budget summit agreement and the fact that our bill contains increases of more than \$500 million (a growth of more than 12%) from the FY89 appropriation for the foreign affairs agencies. That's the good news.

The bad news is most of the increase will go toward returning to full funding of the U.N. and other international organizations. Nearly all of the increase will be a simple pass-through that the foreign affairs agencies will never see. The rest of the increase goes to a few special projects such as completion of the Foreign Service Institute in Arlington, VA and administrative support for the 1990 Economic Summit. No operational increases, I'm afraid, but then in the current budget environment just asking for full compensation for inflation is asking for a lot (and only State will get it).

A note of caution is that the budget summit agreement is so transparently fraudulent in the way it pur-

ports to meet Gramm-Rudman-Hollings deficit reduction requirements that it might not serve as effective a fig leaf as the last agreement (which wasn't any less fraudulent, only less transparently so) in protecting the foreign affairs budget. The agreement reached last week calls for a \$384 million reduction from the *Administration request* for the foreign affairs budget (includes the budgets of State and the other foreign affairs agencies, foreign aid, the Ex-Im bank, and contributions to international organizations and multilateral development banks). This still provides more than a \$500 million increase in outlays, which, as a percentage increase, is higher than any other part of the Federal budget. Given growing disenchantment among fiscally conservative Members (of either party) who are incensed by the agreement's vacuous substance and among liberal Democrats who are still smarting at the "read my lips" Presidential campaign, there could be an unholy back bench revolt on the Hill. If this happens, a major loser in that process would be the U.S. foreign affairs budget.

Now for the good stuff. In this issue, seven intrepid souls don waxed mustaches and funny hats and prepare to lie, cheat and steal their way to European hegemony in grand 19th century style. Here's the cast of characters for this evening:

SINE DIE

Austria - Robert Hilton, Department of State, Tunis (USIA), Washington, D.C. 20520-6360.

England - Keith Powell, II, AmConGen Guangzhou, Box 100 FPO, San Francisco, CA 96659.

France - Michael V. McCabe, U.S. Embassy, Chanakya Puri, New Delhi, 110021 INDIA.

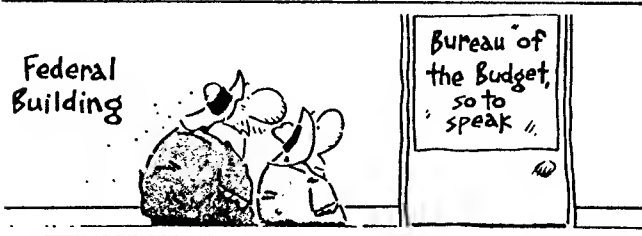
Germany - John Ellis, U.S. Consulate General, Private Bag, Auckland 1, NEW ZEALAND.

Italy - Alan Carlson, 6 Vordingborggade, G51, 2100 København Ø, DENMARK.

Russia - David Stone, P.O. Box 752, Port of Spain, TRINIDAD, West Indies.

Turkey - Scott Smith, American Embassy, 10-1, Akasaka 1-chome, Minato-Ku (107), JAPAN.

(continued, next page ➡)



Diplomatic Contraband (all contents © Ken Peel 1989) was founded Nov. 1988 to promote the postal play of the boardgame *Diplomacy* among American Foreign Service Officers and other U.S. and allied diplomatic professionals. *Diplomacy* was designed in 1958 at Harvard Univ. by Allan Calhamer, and is published in the U.S. by the Avalon Hill Game Co. Subscription fees of \$3.50 domestic mail or \$5 international mail (more for non-players) for 10 issues can be sent to: Ken Peel, 8708 First Ave. #T-2, Silver Spring, MD 20910, USA.

Deadline for Spring 1901 moves:

**** July 8, 1989 ****

Note the deadline above for receipt (by me) of your orders for the first move in the game, Spring 1901. Hey, be there or be square (actually, be there or be replaced!). I think it's generally a good idea to give players a little more time on the first move, so I bumped the deadline a couple of weeks beyond the normal two-month cycle. Setting it after the 4th of July congressional recess will also ensure that I can act quickly after the deadline in getting the move results out to players, as I often have to travel on committee business during the recess.

You all have your Diplomacy sets, right? So you know your starting positions on the board, etc., and generally know the rules? Good. I gave international mail addresses if I had them. Unfortunately, Hilton and Powell only sent their pouch/FPO addresses. From the State Department guide *Key Officers of Foreign Service Posts*, I see that the street address for the U.S. embassy in Tunis is: 144 Ave. de la Liberte, 1002 Tunis-Belvedere, TUNISIA. It lists the street address for the U.S. consulate in Guangzhou as: Dong Fang Hotel, Liu Hua Road, Guangzhou, PRC. I don't know if unclassified pouches and military mail work between diplomatic posts. I generally leave figuring out how to communicate with each other up to you.

This first game in DC will be known as *sine die*, a phrase that is music to the ears of anyone who works on Capital Hill. In the next issue we should have an official "Boardman Number," which I don't really intend to use, but which should make you all feel secure in the knowledge that what you do will be recorded in the annals of postal diplomatic behavior. What is a Boardman Number (BN), you ask? Why, it is something given out by the Boardman Number Custodian (BNC), of course.

To provide information on this and other semi-useful topics, I have included with this mailing a gratis copy of *Masters of Deceit*, a Diplomacy novice publication with which I am associated. MOD tends to be oriented toward a younger audience (generally college age) new to the game itself, so parts of it might seem a bit basic. I particularly recommend, however, the first three general informational articles, the article on negotiation (p. 10), the strategy article on France (p. 14), "Count Vlad's" article (p. 27), and especially the annotated adjudication in the Appendix (p. 38).

The weakest articles relate to the play of specific countries. Except for the one recommended above, I suggest you view them with a jaundiced eye. Play-of-the-country articles too often preach limitations rather than possibilities. In Diplomacy, practically anything is possible as long as it serves the national interest of those involved and is backed up with sufficient politi-

cal will.

You may submit your orders in any form that is clear, but I will be reporting move results in the form outlined in the appendix of *Masters of Deceit*. I also recommend that you review the abbreviations in the Diplomacy rule book, as those are the abbreviations I will be using. I also recommend that you send me a set of tentative orders right away so that if there should be a glitch in the mail later on you will have at least something on file that makes general sense.

Nine individuals responded to the initial mailings. One response from Beijing was either a joke (it contained a preference list including countries such as Taiwan, Afghanistan, and Japan), or the individual simply was not familiar with the game and changed his mind. In any case, I never heard anything back from my further inquiries. Of the other eight, I put people in game slots based on order received.

This leaves us with one on the waiting list for the second game, which will start as soon as we get six more who express an interest (so talk it up with your colleagues, mentors, and visa-stamping junior officers). Fortunately, Mr. Eight also will serve as #1 standby in case something happens to one of the players signed up for the game.

In assigning countries, I put everyone's name in a hat and drew player priorities. Then I assigned countries based on preference lists. All but one player submitted lists. Ironically that same chap who sent no list drew #1 priority, so I assigned his country by random. Below are the basic stats:

1. Ellis - G (no preference list)
2. Powell - E,F,G,T,A,R,I.
3. McCabe - F,G,E,T,A,I,R.
4. Stone - R,G,T,A,F,E,I.
5. Smith - E,F,T,R,G,I,A.
6. Carlson - E,F,R,I,A,G,T.
7. Hilton - E,T,F,I,R,A,G.

At least no one got his last choice. Of those who had a choice, three got their first, one his third, one fourth, and one his sixth. Austria was the lowest ranked of all countries, followed by Italy (no big surprise). What *did* surprise me was how low Russia tended to rank.

The rest of this issue contains answers to player questions, an original article by the game's designer (thanks, Allan!), and the latest and official version of DC's houserules (so be sure to stash this issue away for future reference). If there is sufficient interest, I'm willing to run a letter column—assuming, of course that there's enough interesting material to print. The topics are open (although I'll put strictly game related stuff in with the Q's & A's), and we can talk shop, take time to smell the roses, tackle the big issues, or nit-pick on some of the little ones. Maybe I'll even keep unnecessary irreverence and devil's advocacy to a minimum (naa...). In short, articles or other submissions for print next issue are most cordially invited. ☺

Q's & A's

This column will be a regular feature for as long as it seems worthwhile. Here, we'll print questions received that might be of interest to other players. No names, so feel free to fire up even the silliest question.

Q: As postal Diplomacy games take a long time remember that our assignments range from 18 months to four years. It is more than possible that one or several players in a game might transfer in the course of a game. How do you plan to handle this situation?

A: I'll just handle it as best I can. Actually, I wouldn't be surprised if *everyone* rotates at least once during the course of the game. I just hope that doesn't screw up our geographic distribution (but then, if everyone heads back for a tour in D.C. we can just finish the game off some afternoon over a board). If I'm not mistaken, an officer generally knows some months in advance when (and usually where) the reassignment will take place. I'm also under the impression that the process works like one huge game of musical chairs with most people rotating from July to September. Am I in the ballpark here? Let me know as soon as you know when and where you will be moving onward, and I will inform other players of your new address, when it comes, shall we say, into play, and any temporary address in between. If necessary, I might even be talked into modifying deadlines slightly to fit the needs of the players.

Q: You mentioned press releases. Do you have any guidelines for format and content?

A: I'm reticent to provide any recipe-ready form or conception for game-related public releases. These can range from short public statements to more imaginative writings and fictional commentary. Sometimes players even engage in "press wars" which may or may not have any relation to the game. Since this game will allow "gray" press (check out the house-rules), players or even others may write anonymous press and leave other players guessing who wrote it. Let's get the game started and see how things go. Remember that I'll be a participant in the press section under my dateline "DC."

Q: As gamesmaster, would you like comments and thoughts from the players (to be kept confidential during play) which might be interesting for "historians" reviewing the game record?

A: Absolutely! Serving as GM is a little like windowshopping without being able to buy. I'd love to get as clear a view through that window as possible, and you may feel certain that I will hold any player comments in strict confidence.

Q: One comment/criticism I have concerning Diplomacy is with the stated goal of play, that is to win, and the emphasis on winning in certain rating systems

I have read about. Recognizing that it is just a game and for fun, it can also be an interesting learning experience. In real life there is no end to the game, and no arbitrary win declared for some number of supply centers. The principal goal, as it should be, for most countries is to survive. Today, factors of economic and industrial growth, and of technological and resource development have become more critical than geographic expansion. The political costs of expansionist policies have increased as the perceived size of the planet has decreased. We might now see the machinations of the age of "Diplomacy" in a different light. My point is that I favor rating systems which reward, and play which works toward, balance. In real life most leaders gamble with their own survival very conservatively. Playing for a win is no longer practical today, and was questionable even at the turn of last century.

A: I was talking a few years ago to Allan Calhamer, who designed the game in 1958 while an undergraduate at Harvard. At the time he designed it, he never thought that anyone would ever actually win. He intended it as a game of process rather than outcome, and expected players to shift alliances continually to prevent any one player or group of players from dominating the game to an extent that a win could be a possible outcome. His ideal was the Concert of Europe.

But this is, after all, a game reflecting Europe in a grand strategic sense just prior to the outbreak of World War I. Until the war broke out, most Europeans probably thought that the Concert of Europe was a reality that somehow had a life of its own. Few predicted how easily nationalism and the urge for European hegemony could take precedence over the mythical larger goal of maintaining a European balance of power. This is the sword, which this game reflects, that shattered Europe's omnipotent role in the world.

In the same way, you can argue that the primary goal of the game of Diplomacy should always be to prevent anyone else from winning, and that winning yourself should never be more than a secondary goal. However, it is a simple fact that people play games to win, and winning often requires betting it all to go for that one main chance, an act which itself may open up opportunities for others to win. Furthermore, the game often begins with a winnowing out period, with a country or two immediately ganged up on and eliminated, with one or two others reduced to minor status. This upsets mightily the balance of power in Europe as players or blocks of players continue their drive for hegemony.

As you point out, such a style of play, only a gross simulation of reality to begin with, is less applicable to the world today. But the game was never intended to reflect the current international scene. A game stressing economic and industrial growth with emphasis on technological and resource development, while interesting, would be another game altogether. ☛

For your convenience, here's a map showing starting positions for *sine die*. Fleets are circled.



The Sandwich

*The Strongest Power and the Weakest Powers
Allied against the Intermediate Powers*

by Allan B. Calhamer

From time to time in a game of Diplomacy the strongest power and the weakest powers find themselves in alliance against an alliance of intermediate powers. The intermediate powers ally against the strongest power to keep that power from running away with the game.

The weakest powers as well might be expected to join that alliance, but frequently they do not. This result is due sometimes to a tendency on the part of the intermediate powers to prefer to knock the weak powers out, rather than allying with them; because they do not wish to deal with so many different views in council; because they believe the combined total of pieces would be better coordinated if they were in fewer hands; and because they believe they can still pick up a small, quick profit without jeopardizing the common effort against the dominant threat.

The weak powers in turn have divided motives. They lose if the dominant power wins, but they also lose if they get knocked out by the intermediate powers. In this position they may be willing to run the risk of dealing with the dominant power.

The dominant power, in turn, may find that there is no useful negotiation he can conduct with the middle powers, so he may as well turn to the little powers. The battle is frequently close between the dominant power and the intermediate powers; the alliance may outnumber the big power by a little, but its pieces are seldom so efficiently placed as those of the single power. In this close situation, even a one-unit power might be able to toss in a key support. The big power may as well spend his time soliciting this support. The little power may be willing to give it just to be doing something. I consider this diplomatic effort by the big power to be an important element of good play.

A real life example of this might be found in the Near East, where Israel is conceded to be the strongest power, and Jordan and Lebanon the weakest. The remaining immediate Moslem countries formed combinations against Israel of which Jordan was at least a nominal member, and fought several unsuccessful wars against Israel.

At the same time, rumors circulated that members of the combination wanted to divide Jordan among themselves. Given this, I suspected Israel and Jordan might ally, or, if that proved impossible, Israel might unilaterally guarantee Jordan's territorial integrity.

As it happens, things did not develop quite that openly. On the occasion of the last Arab-Israeli war, Jordan did not act until a few days had passed and it

was clear that Israel would win. Then Jordan lobbed a couple of artillery shells across the river, an act that received banner headline publicity. Some might have thought it curious that Jordan waited until the war was over, and then entered feebly on the losing side. I recall one citizen snorting, "Hussein blew it!"

However, nothing ever happened to Jordan as a consequence. Eventually, it occurs to the observer that the shells might have been lobbed into a carefully specified place by prearrangement with Israel, so that Jordan could give the impression that it had fought alongside the intermediate powers, without offending Israel, which Jordan might have had to rely on to keep the intermediate powers from carving Jordan up.

Some object that developments in the Near East are determined by ideology rather than policy. However, recently it has been revealed that, during this period, Hussein held three secret meetings with the Israeli Prime Minister, two, if I recall correctly, with Meir and one with Rabin. It seems much more likely that they discussed policy than ideology.

It should also be mentioned in this connection that ideology can be manipulated to a degree in the interests of policy. It used to be the case that, in every village in Egypt, there was a single radio, in the center of town, always tuned to the government station. All day, every day, it broadcast government propaganda. As long as it suited Egypt to broadcast the most intense anti-Israeli propaganda, that is what the Egyptians would hear, but once the government had concluded an arrangement with Israel, this propaganda could be greatly muted, and, over a period of time, the whole national impression of Israel could be eased down to a lower level of antagonism.

It should also have been logical for Israel to attempt to develop some similar relationship with Lebanon. As in a game of Diplomacy, we can only guess what arrangements may actually have been made, from what we know of the developments. It appears from events that Lebanon was so divided that it was difficult to deal with the country as a whole. An arrangement with the government might have ended up in practice as an arrangement with the Christian faction only, and in practice Israel seems to have an arrangement with that faction, while one of the intermediate powers has occupied part of Lebanon.

Eventually, the sandwich disappeared altogether because of the arrangement made between Israel and Egypt. This arrangement, of course, was made at the behest of the United States, which contributed a large sum of money to facilitate the agreement. Various other outside threats also affect the situation; threats from both Russia and Iran have been perceived.

The magnitude of the Israeli-Egyptian agreement might be indicated, by the way, by noting that the Egypt's population exceeds the combined populations of Lebanon, Syria, Jordan, Iraq, Saudi Arabia, and Libya. The population of Iran is close to that of Egypt. ☛

Char Force

To clear up a few housekeeping items, I wanted to remind everyone that we have at least one more game of regular Diplomacy open for diplomatic personnel. I might consider opening another game or several if interest warrants it. It is also worth repeating that *Diplomatic Contraband* is a private exercise by the individuals involved. Any comments made in this publication do not necessarily represent the views of the Department of State, the U.S. Congress, USIA, AID, the Department of Commerce, the Department of Agriculture, the Department of Defense, the U.S. Customs Service, or the U.S. Battle Monuments Commission. Of course, given the likelihood of lateral tongue placement, they don't necessarily represent the views of anyone at all. All copyrights revert to the authors upon publication.

Waiting list, Diplomacy:

Harry Johnson (Mbabane) signed up, seven more needed.

Standby list:

Harry Johnson (for *sine die*).
Other standbys needed!

Mailing list:

Following is the mailing list for DC#3. Names preceded by a number show the issue that a person's subscription expires. Names preceded by a letter indicate special status. The "S" in front of Robert Hilton's name indicates that he'll be getting this issue as a sample, and that he needs to send in sub monies to stay in the game. For others the "S" means that they are folks that I think will have a particular interest in DC, and I am inviting them to subscribe or trade for it. The "C" in front of other names indicate individuals who will be getting this publication free of charge, unless they tell me that they aren't interested (this category is limited to the BNC, the designer of the game, and two bigwigs at Avalon Hill). A final category of "T" for trade may appear next issue.

Let me emphasize again that outside of those who work at diplomatic and consular posts, subscriptions to DC are open only on a case-by-case basis. Note also that some players are double counted. This is the belt-and-suspenders crowd who decided to get DC both by domestic pouch/APO and by international mail. So look lively now:

S Billenness, Simon, 630 Victory Blvd., #6-F,
Staten Island, NY 10301

C Calhamer, Allan B., 501 N. Stone Ave., La
Grange Park, IL 60525-5523

- 12 Carlson, Alan J., American Embassy
Copenhagen, APO, New York, NY 09270
- 12 Carlson, Alan J., 6 Vordingborggade, G51,
2100 København Ø, DENMARK
- 12 Ellis, John, AmConGen Auckland, FPO, San
Francisco, CA 96690-0002
- 12 Ellis, John, US Consulate General, Private Bag,
Auckland 1, NEW ZEALAND
- S Hilton, Robert, Department of State, Tunis
(USIA), Washington, D.C. 20520-6360
- S Hood, David, 15-F Estes Park, Carrboro, NC
27510
- 12 Johnson, Harry, Department of State, Mbabane
(AID), Washington, D.C. 20520-2350
- 12 Linsey, Bruce, P.O. Box 1334, Albany, NY
12201
- S Martin, Dick, 17601 Lisa Dr., Rockville, MD
20855
- C Martin, Rex, 4517 Harford Rd., Baltimore, MD
21214
- 12 McCabe, Michael V., Department of State, New
Delhi, Washington, D.C. 20520-9000
- 12 McCabe, Michael V., U.S. Embassy, Chanakya
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TRINIDAD West Indies
- S Walkerdine, Richard, 13 Offley Rd., Hitchin,
Herts, SG5 2 AZ ENGLAND

House rules

(Again!)

1) The Diplomacy rulebook will be used, except where amended here or by the gamesmaster (GM).

2) Games are open to professional Americans working at U.S. diplomatic or consular posts, including USUN, State, or parent agency/department in Washington, and diplomats of U.S.-allied countries. The GM reserves the right to make exceptions on a case-by-case basis upon consultation with the players. Professional restrictions do not apply to standbys.

3) To be valid, each player must submit his own orders. Orders must be legible. Orders should also contain the date, season, country, game name, and your signature, or the GM will get mad.

4) Orders received by the last mail delivery of the deadline day are always accepted. Late orders will be accepted until the game has been adjudicated, but GM makes no promises that late moves will be used or that this will necessarily lead to a later deadline.

5) The first time a player fails to submit orders (called an NMR for No Moves Received), a standby may be called to submit alternate orders for that country for the following season. If the original player NMRs that next season, the standby orders are used and the standby takes over the position. If the original player does not NMR the second season, his orders are used, and the standby goes back to the standby list. Players who NMR out of games forfeit the remainder of their sub balance.

6) Press releases are encouraged! Games will use gray press. That means that only a player representing a specific country may dateline press from that country's home centers; any other dateline by anyone else is fair game, although the GM reserves the right to edit press for grammar or taste. For example, only France may dateline press "Paris," but anyone may dateline press "France." In all cases the dateline "DC" is reserved for the GM's use.

7) Players should feel free to bring any complaints to the GM's attention as soon as possible. Adjudication errors which are not corrected by the following season stand. If the player and GM cannot agree on a ruling, the GM will seek the opinion of a mutually-agreeable third party.

8) Deception of the GM is strictly forbidden if game related, and is punishable by any means possible, including expulsion from the game and revocation of "Diplomat of the Year" award.

9) Players are encouraged to show some class and resign from games they are unable to continue, instead of simply vaporizing and dropping out.

10) The most recently dated set of orders will be considered valid for that season. In the case of multiple undated orders, the GM will use his judgment and attempt to determine the most recent set of orders for use.

11) Ending the game:

Votes: may be proposed by any player still in the game, or the GM. All ballots will be due with the set of orders due immediately following the proposal. Not voting counts as a NO vote. Votes must be unanimously in favor to pass. All votes, except votes on whether to remove DIAS restrictions on a subsequent draw vote, are public. For DIAS votes, the GM will inform players whether the vote passed or failed and the number of votes in favor or against the proposal. Identities

will not be provided.

Win: requires ownership of 18 or more supply centers, or unanimously voted concession by all remaining powers. A country must have at least 10 centers to win by concession. In the case of two concessions passing on the same turn, both are void.

Draw: is declared by GM if there is no net center change for three consecutive years, or upon unanimous approval of all surviving powers. If a proposed draw does not include all surviving players, a separate vote occurs first on whether to invalidate the rulebook DIAS (Draws Include All Survivors) requirement for that one proposal (a vote on which will occur the following season if the DIAS vote passes).

12) Conditional orders are permitted, so long as the condition is clear and precedes the orders (for example, on whether a standby takes over a country, or retreats and removals conditional on the prior season's moves). Not permitted is making your builds conditional on another player's builds, and the like.

13) Failure to maintain a current subscription can lead to a player's removal from any games here.

14) When interpreting poorly written orders, it is assumed that the player is attempting to make a legal move.

15) In the event of a postal strike that impedes the ability of players to negotiate with each other or to communicate with the GM, deadlines for affected games will be delayed until three weeks after the end of the strike, if such a date is later than the scheduled deadline. The GM assumes that foreign mail strikes will not affect delivery of APO/FPO mail or the unclassified diplomatic pouch, and would appreciate being informed immediately of a mail strike that would affect one or more players.

16) Combined seasons: The "British" method for resolving retreats and builds will be used (as explained below). Seasons will be separated if half of the players so request, if an extremely persuasive case is made to the GM by a player, or at the GM's discretion.

Retreats will be combined with previous Spring or Fall moves. Players are strongly encouraged to provide conditional retreats to cover as many contingencies as possible. If a retreat is necessary but not provided by the player, the GM will use the last contingent retreat provided for that unit, if applicable. Otherwise, the GM will retreat the unit to the open province that provides the single shortest route to the closest home supply center. If there is no single choice on that basis, the GM will retreat the unit randomly taking into account all possible choices (including retreating "off the board").

Builds will be combined with the previous Fall move (after retreats). Conditional builds are encouraged. Builds may be conditional on other country's moves, retreats, NMRs, or any other contingency (either specific or general) in the previous Fall move or retreat. If insufficient builds are provided, the country will play that many units short until the next Winter adjustment. Players are encouraged to provide build instructions to cover all conditions not otherwise stated. Winter 1901 builds are always played separately (i.e. not combined with Fall 1901 moves).

17) In the instance of a Spring 01 NMR, the game will be delayed and a standby called.

18) WAP (War by Auto-Pilot) rule for NMRs: an NMR in a spring or fall turn will be interpreted as the player resubmitting the prior fall or spring turn's moves. Those moves will be used instead of civil disorder. Standbys will still be called as usual for NMRs. One side effect is that NMR dislodged units are not disbanded in games using this rule. ☺

DC personality of the month...

"I've seen that face on C-SPAN."



House subcommittee staff member Ken Peel sits behind Rep. Olympia Snowe (R-Maine) during a hearing on the State Department's budget.

As minority staff director of the subcommittee on international operations of the House Foreign Affairs Committee, Ken Peel helps committee Republicans plan their work and prepare for public hearings. On March 21, the subcommittee heard from Secretary of State James Baker, who testified on the proposed State Department budgets for 1990 and '91. Mr. Peel, 33, has worked in various capacities on Capitol Hill since 1983, when he came to work as a foreign-affairs legislative assistant for Rep. Olympia Snowe (R-Maine), the ranking Republican member of the subcommittee. Mr. Peel was born in Pasadena, Calif.

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Diplomatic Contraband

c/o Kenneth Peel
8708 First Ave., #T-2
Silver Spring, MD 20910
U.S.A.



Larry: finally off the
got this thing that I am
ground! Now that I am
re-emerging into this world, I'll
give you a call. I'll try to get
get the 2nd out in a couple of
weeks, but after that it
might be best to
pass it on.
Any suggestions?

Larry Peery
P.O. Box 8416
San Diego, CA. 92102

Remember, deadline for
my receipt of Spring 1901
moves for sine die:

July 8, 1989

first class